

("#" PHB, "d#" DMG, "m#" Monster Manual, "p#" AL Player Guide, "ad#" AL DM Guide, "f#" AL FAQ, "c#" AL Content Catalog, "dt#" AL Det. Thoughts)

MOUNTED COMBAT (Chapter 9: Combat) (198)

Ride: Willing creature 1+ larger

Mount/Dismount: 1/turn, spd/2, cannot if not enough mv left

Mount Forced Move: 10DS or fall, land prone in 5'

Rider Prone: 10DS or fall, land prone in 5'

Mount Prone: REACTION land on feet, else dismounted+prone in 5'

Controlled: must be trained. init change to match u. mv as direct. only

Dash, Disengage, Dodge action. mv and act on trn mounted.

Independent: retain init. mv and act as it wish. any actions

OA: If mount provokes OA, can target rider or mount

UNDERWATER COMBAT (Chapter 9: Combat) (198)

Resist: resist fire if completely immersed in water

MWatk: DA (xpt swim spd, dagger, javelin, shortsword, spear, trident)

RWatk: Long rng auto miss, norm rng DA (xpt xbow, net, javelin, spear, trident, dart)

MAGIC ITEMS (DMG Chapter 7: Treasure)

Identify: Determine if magic by touch/ detect magic. ID scroll by read (on class spell list to use (d200)), potion by taste, other w/ Identify spell or by touch+ concentrate during short rest (d136)

Attune: touch+ concentrate during short rest (not same one ID'd in). Item attune to 1 creature. Creature attune to 3 items. End if >100' away for 24h or if die or voluntarily during short rest (d136)

Spell Scroll: use if on class spell list; if higher lvl, 10+SL SA chk, fail disappear w/o effect; 10+SL IC(Arc) to copy (either way disappear); sl0-2|+5/13; sl3-4|+7/15; sl5-6|+9/17 --sl7-8|+10/18 --sl9|+11/19

CHARACTER CREATION (Chapter 1: Step-by-Step Characters)

Rules: PHB+1 and see ALPG (p2)

Class: Cleric domain: not limited to those of deity (p2)

Abilities: Array (15, 14, 13, 12, 10, 8) or Point Buy (27 points; 8=0, 9=1, 10=2, 11=3, 12=4, 13=5, 14=7, 15=9)

Equipment: start w/ class/background, 1 trinket of ur choice (p2)

Alignment: CG, NG, LG, CN, N, LN, (LE Lord's Ally/Zhent only) (p2)

DOWNTIME ACTIVITIES (Chapter 8: Adventuring) (187/noted)

no lifestyle cost, before/during/after session (p3)

reduce death penalties 1 per day in addition to activities (ad3)

Craft: Can combine efforts (f10)

Practice Profession: Improve to comfortable/wealthy lifestyle

Recuperate/Research/Train: See PHB. Train is 250dd at 1gp/dd

Catch Up: 4>5) 20 days; 10>11) 80 days; 16>17) 200 days (p3). gain no gold/treasure

Spells: 1/d (even if own party). Acolyte 1/d free (xpt Comp) (p3, ad4)

Trade: same rarity (legendary at T4 only). 15dd xpt at same table. certs not req but must accompany trade or be destroyed (p4)

Brew Potion/Scribe Scroll: See XGE

FORGOTTEN REALMS (Current Year 1492DR (Three Ships Sailing))

Months (each 3 weeks of 10 days (unnamed))

Hammer-Alturiak-Ches (Jan-Mar)

Tarsakh-Mirtul-Kythorn (Apr-Jun)

Flamerule-Eleasias-Eleint (Jul-Sep)

Marpenoth-Uktar-Nightal (Oct-Dec)

Holidays

Midwinter (between Hammer and Alturiak)

Greengrass (between Tarsakh and Mirtul)

Midsummer (between Flamerule and Eleasias)

Shieldmeet (during Midsummer once every four years)

Highharvestide (between Eleint and Marpenoth)

Spring Solstice (19th of Ches) -Summer Solstice (20th of Kythorn)

Autumn Solstice (21st of Eleint) -Winter Solstice (20th of Nightal)

Factions

Harpers is a scattered network of spellcasters and spies who advocate equality and covertly oppose the abuse of power.

Order of the Gauntlet is composed of faithful and vigilant seekers of justice who protect others from the depredations of evildoers.

Emerald Enclave is a widespread group of wilderness survivalists who preserve the natural order while rooting out unnatural threats.

Lord's Alliance is a loose coalition of established political powers concerned with mutual security and prosperity

Zhentarim is an unscrupulous shadow network that seeks to expand its influence and power throughout Faerun.

D&D ADVENTURERS LEAGUE

AL Players Pack: <http://www.dmsguild.com/product/208178>

AL S10 Suggestions: pending

Character Advancement (p3-4)

gp per						gp per					
Lv	Prf	hr/lv	hr	lv	MI	Lvl	Prf	hr/lv	hr	lv	MI
1	+2	4	20	80	1	11	+4	8	200	1600	6
2	+2	4	20	80	1	12	+4	8	200	1600	6
3	+2	4	20	80	1	13	+5	8	200	1600	6
4	+2	4	20	80	1	14	+5	8	200	1600	6
5	+3	8	30	240	3	15	+5	8	200	1600	6
6	+3	8	30	240	3	16	+5	8	200	1600	6
7	+3	8	30	240	3	17	+6	8	750	6000	10
8	+3	8	30	240	3	18	+6	8	750	6000	10
9	+4	8	30	240	3	19	+6	8	750	6000	10
10	+4	8	30	240	3	20	+6	8	750	6000	10

Rewards (p3-4, ad4, noted)

Advancement: gain lvl w/ finish adventure or as DM directs (or after 4/8 hr (T1/2+)) in hardcover. player can decline (p3-4)

GP: shows max gp per hour. min is half this per hour.

Downtime: earn 10/20 downtime (T1/2+) w/ gain lvl (p4)

Treasure/Award w/ Monetary Value: ignored (ad4)

Mundane Equip: use during session, no sell, lose end of session (ad4)

Consumable Magic Items: use in-session, 1 keep (ad4)

Permanent Magic Items: use in-session, all can keep at the end (ad4)

Story Items: only usable during sessions of adventure awarded in, only 1 at table (ad4)

Lend: can lend equipment/item during session, return if unused (p3)

Spellcasting: can divide cost of spellcasting services during adv (p3)

Raise Dead Options (body recovered unless specified) (p4)

1.) dead PC pay for raise dead or trade uncommon+ perm magic item

2.) party pay for raise dead (gp only)

Rebuilding (during first tier only (p4))

Keep: name, rewards, equip (xpt starting). Replace: all else.

Renown

Tier/Title/Benefit (p5)

1 Novice	inspiration and potion healing
2 Seasoned	100gp PHB item
3 Veteran	vehicle with noncombat crew
4 Hero	potion of superior healing or elixir of health

Magic Items Available with Good Renown at Tier 2 (p5)

All PCs one of +1 wpn, +1 shld, +1 rod of the pact keeper, or +1 wand of the war mage

Any Faction ring of protection

Harpers ring of free action

Order of the Gauntlet ring of fire resistance

Emerald Enclave ring of animal influence

Lords' Alliance ring of the ram

Zhentarim ring of evasion

Buying Potions and Scrolls (p3) and Spells (ad3)

Potion	Cost	Scroll	Cost	Spell	Cost
healing	50	cantrip	25*	Cure Wounds	10
climbing	75	1st level	75*	Identify	20
animal friendship	100	2nd level	150*	Lesser Restoration	40
greater healing	100	3rd level	300*	Prayer of Healing	40
water breathing	100	4th level	500*	Dispel Magic	90
superior healing	500	5th level	1000*	Remove Curse	90
supreme healing	5000	*plus comp cost		Speak with Dead	90
invisibility	5000			Divination	210
				Greater Restoration	450
				Raise Dead	1000
				Resurrection	3000
				True Resurrection	30000

DMing (ad3)

Empowered to adjust adventure and how group interacts with world. May add/remove thematically appropriate monsters (ad3)